Jane's COMBAT SIMULATIONS

ADVANCED TACTICAL FIGHTERS™

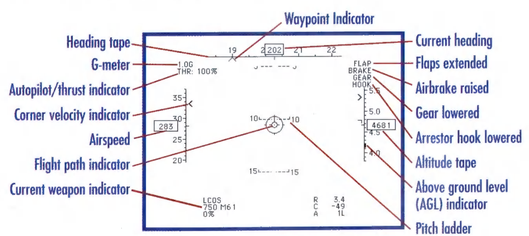
REFERENCE CARD

Note: Page numbers in parentheses indicate where to find additional details in the REFERENCE MANUAL.

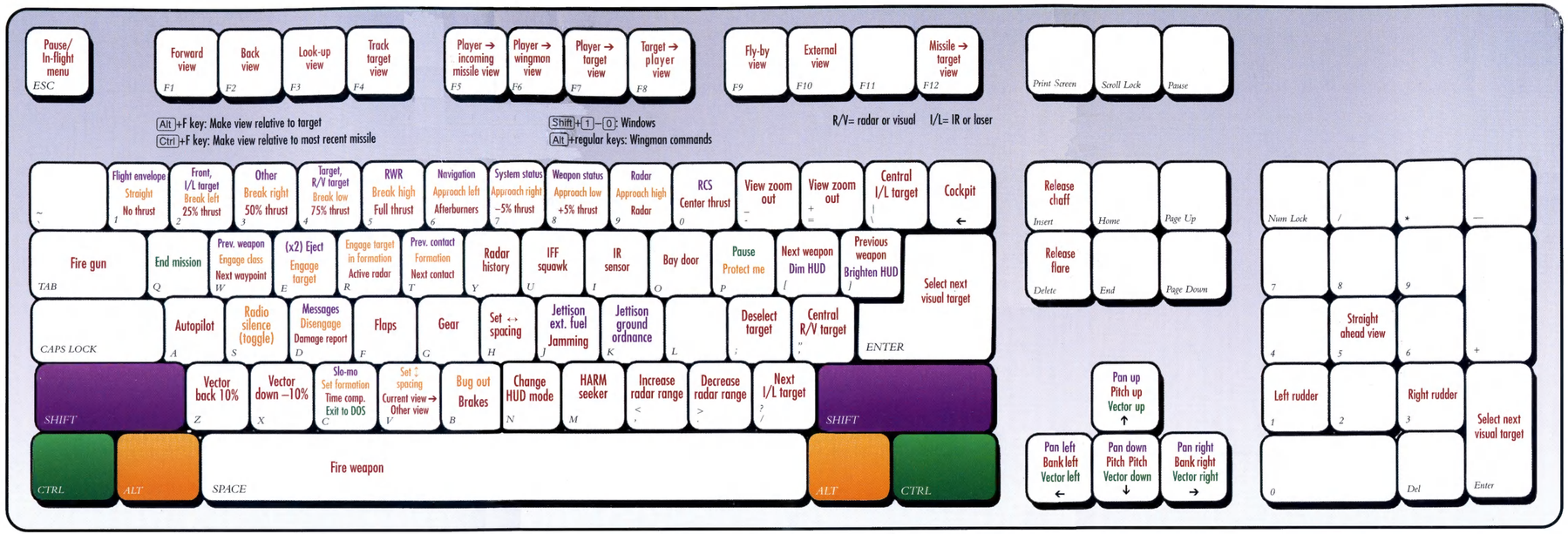
SYSTEM COMMANDS

C	Cycle through **time compression** rates (but not slow motion)	Esc	**Pause** game/display
		Highlight	***In-Flight* menu bar** (p. A.1)
Shift C	Turn **slow-motion** on (Press C to return to normal time)	menu, then option	**Select option** from menu bar
		Ctrl Q	**End** mission
Ctrl P	**Pause** game	Ctrl C	**Exit** to DOS

HEAD-UP DISPLAY (pp. 3.1-3.12)

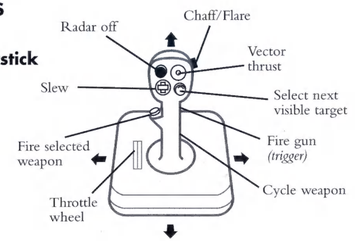


KEYBOARD COMMANDS



JOYSTICK COMMANDS

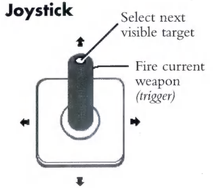
CH F-16 Combatstick



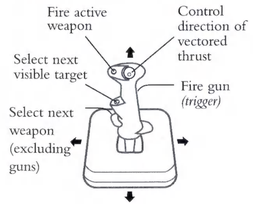
Note: See READ.ME *for information on other joystick types.*

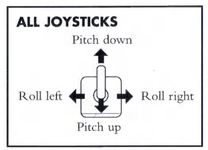
CH Flightstick Pro

Joystick



Thrustmaster FCS





COCKPIT INSTRUMENT COMMANDS

A	**Autopilot** (toggle)
Shift E (press twice)	**Eject**
Backspace	**Show cockpit** (toggle)
Shift + [,]	Dim/brighten **HUD**
N	Change **HUD mode:** weapon, nav./landing (toggle) (pp. 3.7, 3.11)
W	Select next **waypoint**
Shift W	Select previous **waypoint**
Shift D	Display last six **messages**
D	Display aircraft **damage report** (p. 4.56)

INSTRUMENT WINDOW COMMANDS (pp. 3.13-3.25)

These keys toggle the following display windows:

Shift 1	**Flight Envelope** Window (p. 3.16)
Shift 2	**Front View** or **IR/Laser Target** Window (p. 3.13)
Shift 3	**Other View** Window (p. 3.14)
V	Put current view into Other View Window
Shift 4	**Target** or **Radar/Visual Target** Window (p. 3.25)
Shift 5	**RWR** Window (p. 3.15)
Shift 6	**NAV** Window (p. 3.15)
Shift 7	**System Status** Window (p. 3.20)
Shift 8	**Weapon Status** Window (p. 3.20)
Shift 9, 9	**Radar** Window (p. 3.20)
,	Increase radar range
.	Decrease radar range
Y	Radar history (toggle)
Shift 0	**Radar Cross Section** Window (p. 3.19)
Shift + ' ;	**Bomb Window** zoom in/out (p. 4.21)

AIRCRAFT CONTROL COMMANDS (pp. 2.10-2.12)

Move joystick control	**Pitch/yaw** of aircraft
↑, ↓	**Pitch** aircraft up/down
←, →	**Roll** left/right
Numpad 1	**Left rudder**
Numpad 3	**Right rudder**
F	**Flaps** (toggle)
B	**Brakes** (toggle)
G	**Landing gear** (toggle)

Thrust (p. 2.11)

Thrust can be controlled with a throttle device.
(Full-forward position is 100% with afterburner.)

The number keys 1 - 8 also control **thrust**:

1	**0%** thrust	5	**100%** thrust
2	**25%** thrust	6	**100%** thrust and afterburners (if available)
3	**50%** thrust	7	**-5%** thrust
4	**75%** thrust	8	**+5%** thrust

Short TakeOff and Vertical Landing (pp. 2.12, 2.20)

Z	Vector thrust **back** 10°
Shift Z	Vector thrust **fully back**
X	Vector thrust **down** -10°
Shift X	Vector thrust **fully down** to 90° (press again for 100°) (X-32 goes to 90°, then 120°)

Thrust Vectoring (p. 2.12)

Ctrl + ↑, ↓	**Pitch** with vectored thrust (F-22, X-31, X-32)
Ctrl + ↑, ↓, ←, →	**Pitch and yaw** with vectored thrust (X-31)
0 (zero)	**Auto-center** vectored thrust (F-22, X-31, X-32)

VIEW COMMANDS (p. 3.26)

F1	**Forward** view
F2	**Back** view
F3	**Look-up** view (full view canopies only)
F4	**Track target** view (with target selected)
F5	**Player → Incoming missile** view
F6	**Player → Wingman** view
F7	**Player → Target** view (with target selected)
F8	**Target → Player** view (with target selected)
F9	**Fly-by** view
F10	**External** view
F12 or Ctrl F7	**Missile →Target** view
Right Shift + ←, →, ↑, ↓	**Pan** view (Shift not necessary with joystick)
+, −	**Zoom** view in/out
Alt + a View Command	**View relative to current target**
Ctrl + a View Command	**View relative to last missile launched**

TARGETING COMMANDS (pp. 4.5-4.11)

Normal Targeting (p. 4.5)

Note: Visible target commands only work in Front View (F1).

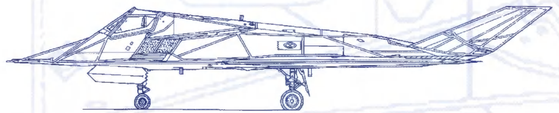
'	Visually target **contact nearest center of screen**
Enter	Visually target **next contact**
Left-click	Visually target object **in view**
T, Shift T	Target **next/previous contact** (must have radar or FLIR active, Radar Visual Window open)
;	**Deselect** current target
Ctrl Z	Display heading of **closest enemy aircraft**
Ctrl X	Display heading of **closest enemy ground target**
Ctrl A	Display heading of **closest friendly aircraft**

IR/Laser Advanced Targeting Commands (p. 4.6)

Left-click on target in view	Select **radar/HARM/visual** target
Right-click on target in view	Select **IR/laser** target
T, Shift T	Select next/previous **radar/HARM/visual** target (must have radar or FLIR active, Radar Visual Window open)
Enter	Select next **visible** target
/	Select next **IR/laser target** on HUD
'	Select **radar/visual** target closest to center of view
\	Select **IR/laser** target closest to center of view
;	**Deselect** current **radar/HARM/visual** target

Sensor Commands (pp. 4.9-4.11)

R	Switch to **active radar** (turns off IR or HARM)
,, .	Increase/decrease **radar range**
Y	**Radar history** (toggle)
I	Switch to **IR Sensor** (turns off radar or HARM)
M	Switch to **HARM seeker** (turns off IR or radar)
U	Send **IFF Squawk** to target
J	**Jamming** (toggle)



WEAPONS COMMANDS (pp. 4.17-4.21)

For instructions on using weapon guidance systems, see pp. 4.14-4.16 in the REFERENCE MANUAL.

[,]	Select next, previous **weapon**
Spacebar	**Fire selected weapon**
Tab	**Fire internal gun**
(letter) O	**Weapons bay doors** (toggle) (F-22, F-117, B-2. X-32)
Shift J	Jettison **external fuel tanks**
Shift K	Jettison **air-to-ground ordnance**
Insert	Release **chaff cartridge**
Delete	Release **flare**

WINGMEN COMMANDS (pp. 4.54-4.55)

Alt 1	Fly straight for 10 seconds
Alt 2	Break left 180°
Alt 3	Break right 180°
Alt 4	Break low 70°
Alt 5	Break high 70°
Alt 6	Approach current target from left
Alt 7	Approach current target from right
Alt 8	Approach current target low
Alt 9	Approach current target high
Alt E	Engage targeted object
Alt R	Engage targeted object, remain in formation
Alt W	Engage all objects of same class
Alt P	Protect me
Alt D	Disengage
Alt B	Bug out (go home)
Alt S	Radio silence (toggle)
Alt T	Cycle through wing formations
Alt H	Set horizontal spacing
Alt V	Set vertical spacing
Alt C	Set formation control

Jane's COMBAT SIMULATIONS

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